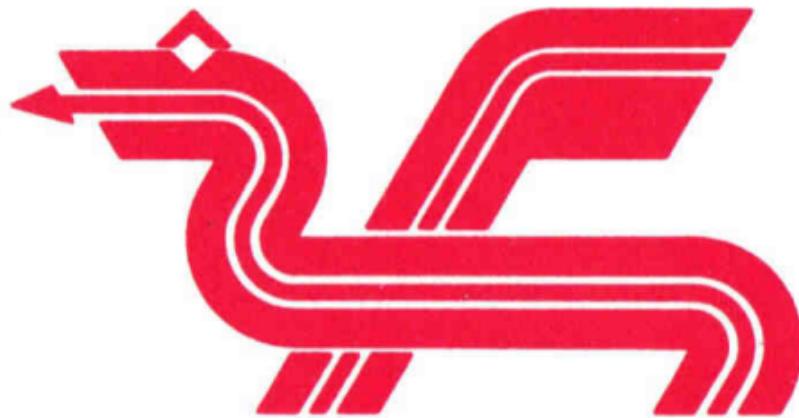


STARSHIP CHAMELEON
A0106



DRAGON
DATA LIMITED

WELCOME TO DRAGON

Dragon Data Limited welcome you to your new software for your Dragon computer. We hope that you enjoy using it as much as we enjoyed producing it for you.

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STARSHIP CHAMELEON

A0106

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WELCOME TO STARSHIP CHAMELEON

You are the Starship Chameleon commissioned to protect your planet by intercepting the falling bombs launched by the enemy Gabolators from above. Beware, this is a dangerous mission! There are five types of bombs:-

Bombs	(Blue)	worth	200 points if destroyed
		worth	- 100 points if they hit
Super-Bombs	(Blue)	worth	1000 points if destroyed
		worth	- 1000 points if they hit
Anti-Matter	(Yellow)	worth	200 points if destroyed
Bombs		worth	- 100 points if they hit
Anti-Matter	(Yellow)	worth	1000 points if destroyed
Super Bombs		worth	- 1000 points if they hit
Semi-Intelligent	(Red)	No score, but these are programmed	
Aerial Mines		to pursue and destroy your ship.	

(Super-bombs can be identified by a hole in their centre)

PLAYING STARSHIP CHAMELEON

The movement of the Starship is controlled by joystick position. For one player the right joystick is used, for two players both are used. Bombs are destroyed by running the Starship into them. However, this is only effective if the Starship and bomb are in

the same state, i.e. matter (blue) or anti-matter (yellow). To switch the state of your Starship, press the fire button on the joystick. No matter what colour you are, red mines can destroy you. You begin the game with three Starships and you lose one every time you are destroyed. You are rewarded with an extra ship every 10,000 points.

Play begins by selecting one or two players. You will then be asked to select a level. Succeeding games begin with a press of the joystick button or the '@' key on the keyboard. At this point you can change the number of players by pressing the "R" key or the level by pressing the "L" key

Pressing the "P" key will cause the game to stop until it is resumed by the pressing of any key.

LOADING STARSHIP CHAMELEON

1. Turn off power switch.
2. Load the cartridge into the cartridge port in the side of the computer.
3. Connect joysticks as required.
4. Turn on power switch

Dragon Data/Computerware hope you enjoy playing Starship Chameleon as much as we did creating it.

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NB

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